

## CONTEXT-BASED USER INTERFACE MENU WITH SELECTABLE ACTIONS

### CROSS-REFERENCES TO RELATED APPLICATIONS

[0001] This application is a continuation of U.S. patent application Ser. No. 16/826,071, filed Mar. 20, 2020, which claims the benefit of U.S. Provisional Patent Application No. 62/826,872, filed Mar. 29, 2019, which are hereby incorporated by reference in their entireties for all purposes.

### BACKGROUND

[0002] Graphical user interfaces (GUIs) are the predominant type of interfaces available to users for interacting with computer systems. A GUI includes selectable icons to launch applications. Typically, upon a launch of a first application, the first application is presented in a first window. Upon a launch of a second application, a second window is used and the user control shifts from the first window to the second one. In addition, dynamic content (e.g., interactive media content) presented in the first window may be paused. If the user desires to interact with the first application, additional user input is needed to shift the control from the second window back to the first one.

[0003] To illustrate, consider an example of a GUI of a video game system hosting a video game application and a music streaming application. The GUI presents a home page that includes a video game icon and a music streaming icon. From this home page, a video game player selects the video game icon to launch the video game application. Video game content is then presented in the GUI. To stream music, the video game player may need to pause the execution of the video game application, switch back to the home page, and select the music streaming icon. Upon this selection, the music streaming application is launched and music can be played over speakers of the video game system. To resume the video game, the video game player may need to minimize the window of the music streaming application, switch back to the home page, expand the window of the video game application, and un-pause the video game content.

[0004] Hence, although a GUI can be an effective user interface, switching between applications may not be seamless and the presentation of information may be limited to an active window. There is a need for an improved GUI that allows better information sharing and control switching.

### BRIEF SUMMARY

[0005] Embodiments of the present disclosure relate to techniques for better information sharing and control switching in a graphical user interface (GUI). In an example, a computer system presents, on a display communicatively coupled with the computer system, a menu based on an execution of a menu application. The menu comprises a plurality of windows. Each of the plurality of windows corresponds to a different application of the computer system and is presented in a glanced state according to a first window size. The presentation of a window in the glanced state comprises presenting content of a corresponding application. The computer system also instantiates, based on the presentation of the menu, an application module that has parameters common to the different applications. The computer system also receives a user interaction with the window. The computer system also presents, on the display, the

window in a focused state based on the user interaction. The window and the content are resized in the focused state based on a second window size. The computer system also receives a user selection of the window while the window is in the focused state. The computer system also presents, on the display, the window in a selected state based on the user selection of the window. The window and the content are resized in the selected state based on a third window size. The computer system also updates, based on the window being in the selected state, the application module to include parameters specific to the corresponding application and to present an overlay window. The computer system also presents, on the display, the overlay window over the window in the selected state. The overlay window is presented according to the third window size and comprising the content. The computer system also dismisses, by terminating the execution of the menu application, the presentation of the window based on the presentation of the overlay window.

### BRIEF DESCRIPTION OF THE DRAWINGS

[0006] FIG. 1 illustrates an example of a context-based menu with selectable actions, according to an embodiment of the present disclosure.

[0007] FIG. 2 illustrates a computer system that presents a context-based menu, according to an embodiment of the present disclosure.

[0008] FIG. 3 illustrates an example of a context-based selection of windows, according to an embodiment of the present disclosure.

[0009] FIG. 4 illustrates an example of a window in different states, according to embodiments of the present disclosure.

[0010] FIG. 5 illustrates an example of content update based on a context, according to embodiments of the present disclosure.

[0011] FIG. 6 illustrates an example of a dynamic menu area presenting windows in a first state, according to embodiments of the present disclosure.

[0012] FIG. 7 illustrates an example of a dynamic menu area presenting windows in a first state and a second state based on user interactions, according to embodiments of the present disclosure.

[0013] FIG. 8 illustrates an example of a dynamic menu area presenting windows in a second state and a third state based on user interactions, according to embodiments of the present disclosure.

[0014] FIG. 9 illustrates an example of performing actions, according to embodiments of the present disclosure.

[0015] FIG. 10 illustrates an example of returning to a menu, according to embodiments of the present disclosure.

[0016] FIG. 11 illustrates an example flow for presenting a context-based menu with selectable actions, according to embodiments of the present disclosure.

[0017] FIG. 12 illustrates an example flow for performing an action on window, according to embodiments of the present disclosure.

[0018] FIG. 13 illustrates an example flow for updating a context-based menu upon a user login, according to embodiments of the present disclosure.

[0019] FIG. 14 illustrates an example of launching an application module and terminating a menu application, according to embodiments of the present disclosure.